

DOUBLE DRAGON



ACT UP! FOR THE ATARI 2600™

Double Dragon

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The Ultimate Challenge

Twin brothers Billy and Jimmy Lee learned to fight the hard way — for survival in the unforgiving city streets. Their brand of combat — classic martial arts maneuvers mixed with anything-goes street brawling — has turned them into walking lethal weapons.

Now, the Lees must summon all their fighting abilities and cunning into meeting the greatest challenge of their lives — rescuing Billy's girlfriend, Marion. She's been kidnapped by the Black Warriors, the savage street gang led by the mysterious Shadow Boss.

The twins pursue the Black Warriors through the city streets and its outskirts. Finally they fight their way into the Secret Enemy Base. There, Billy and Jimmy meet the Shadow Boss. It's a battle to the finish, with Marion as the prize!

Loading Instructions

1. With your TV off, hook up your video game system to your TV.
2. Plug in your joystick. **If you're playing a one-player game**, use the jack on the left.
3. Turn on your TV, and insert the *Double Dragon* cartridge with the label facing away from you.
4. Turn on the video game system.

The Battle Begins

Either one or two players can battle it out against the Shadow Boss's henchmen. There are three different games:

- **Game 1** — One player against the Black Warriors.
- **Game 2** — Two players against the Black Warriors.
- **Game 3** — Player against player in a one-on-one battle. (This game is strictly a fight between Billy and Jimmy, and is a good time to practice your fighting skills.)

Press the **Select** button on the console to choose which game you want to play.

Press the **Reset** button to start the game.

Press the **Reset** button during the game to stop playing and start a new game.

Fighting Controls

There are four fighting moves. Use the joystick and joystick button as described below to activate these blows.

- **Punch:** Move the joystick to the **right** or **left** (depending on which direction you're facing) and press the button.
- **Elbow Punch:** Move the joystick **diagonally up** and to the *right* and press the button to throw a *left* elbow punch, and diagonally up and to the *left* and press the button to throw a *right* elbow punch. You'll throw the elbow punch in the opposite direction from the one you're facing.

- **Kick:** Move the joystick diagonally down and to the right or left, depending on which way you want to kick, and press the button.
- **Jump Kick:** Move the joystick up and press the button. You'll leap forward and kick in the direction you're facing.

You can also maneuver around the fighting area by moving the joystick around.

Weapons

In some battles, the Black Warriors have weapons: bats, knives, and oil drums.

To knock weapons out of an enemy's hands, punch or kick him.

To pick up a weapon, stand over it and press the button.

Fighting It Out

On the fighting screens, there's a column of numbers in the top center of the screen:

- The top number (purple) keeps score for Player One.
- The middle number (orange) keeps score for Player Two.
- The bottom number (yellow) keeps time. You get 70 units of time to make it through each of the first and second missions, and 90 units of time for each of the third and fourth missions.

Note: In the *middle* of the third mission, the timer is reset to 90.

Confronting the Enemy

If you're playing a one-person game (Game 1), you see two opponents on the fighting screen. You only fight one at a time; each stays in his half of the screen. You can fight them simultaneously by moving back and forth between the two screen sections. When you defeat one, the other will engage you in battle.

If you're playing a two-person game (Game 2), both of you fight your opponents at the same time. You each are restricted to your section of the screen.

Watch Your Strength

The strength bars are at the bottom of the screen.

The number above the strength bar indicates the number of lives remaining. You start out with 3 lives.

When you begin the fight, your strength bar is full. As you fight and receive blows, your strength is reduced. When the strength bar is empty, that life is over. When the number of lives remaining is 0 and the strength bar has been drained, the game is over.

After each mission you complete (and halfway through the third mission), your strength bar is refreshed, but you don't earn more lives. You must get to the Shadow Boss's Enemy Base on your original 3 lives.

Scoring

The score is based on the kicks and punches you land and the types of weapons you use:

Action	Points
Punch	50

Action	Points
Kick	100
Jump Kick	100
Elbow	180
Bat	200
Oil Drum	200
Knife	500

Scenes of Battle

Billy and Jimmy Lee clash with the Black Warriors in four different areas. The going gets tougher as the tough get going.

Mission 1: City Slums

Mission 2: Industrial Areas

Mission 3: Outskirts of the City

Mission 4: The Enemy Base of the Shadow Boss

Battle Strategy

- You can't drop your weapon, but it can be taken away from you during the heat of battle. Keep your distance while slugging it out.
- Don't squander your lives early on! You'll definitely need all your strength once you're locked in battle with the Shadow Boss.
- The corners *can* be good places to clobber your opponent. Be careful, though — you might get trapped yourself.
- Keep an eye on the timer. If your time runs out before you polish off your opponent, you lose a life.

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